

ORPHANED COMPUTERS & GAME SYSTEMS

Editor's Thoughts

By Adam Trionfo

Volume 1, Issue 3, December 1994

Welcome to the third issue of OC&GS. You will notice a few changes, hopefully for the better. I have decided that although the cover art is great, I can use the cover for other matters, such as an editorial. So here goes.

This issue is two months late. Of course I have reasons, but I'm not going to bother with them. Starting with this issue, this newsletter is on a "nearly bi-monthly" status.

For those of you who are not aware, The Arcadian is a newsletter for the Bally Astrocade that was in circulation from about 1978 to 1984. It contained reviews, BASIC programs to type in, plus great articles. Many readers asked where they might get copies after they read my article in issue 2 about the Astrocade. So, I thought I would try to seek permission to reprint some of the articles. I recieved a letter from Robert Fabris, the editor of The Arcadian. He said that I may reprint articles that appeared in the newsletter as long as I followed his instructions. (I must get permission for each article I plan to use, plus a few other details.) I think this is great news! Although I have no articles this issue, I hope to have one for issue 4. If anyone is interested in a particular kind of article let me know as soon as possible.

I have found many copies of a magazine from the late seventies and early eighties called *Interface Age*. I want to see if I can get permission to reprint articles from there. Chances are, though, that I will only be able to use them as a reference.

By the way, in order to make this newsletter more readable, I have purchased a Deskjet 540 for my Amiga. Although I still must cut and paste the newsletter together in order to get any type of

graphics, I hope it makes it a more pleasant read. If anyone has any additional suggestions, let me know.

I am wondering if I should include reviews for Turbo Grafx 16. It is the most advanced game system I own. This underrated machine doesn't get much coverage anywhere, so I wouldn't mind fixing that. (If anyone can point me into the direction of a newsltter dedicated to Turbo Grafx systems, let me know. (This would include the Turbo Express, and Turbo Duo too.)

I have had many requests from people to cover the Vectrex. Unfortunately, I do not own one of these systems. If anyone would like to write an article, let me know.

The systems I own, and thus can write about are; VCS,5200, 7800, Atari 800, XL/XE, Bally Astrocade, Colecovision, NES, Sega Master System, Odyssey 1 and 2, Commodore 64, Plus-4, Vic-20, Turbo Grafx 16, Turbo Duo, (Very soon a Turbo Express!), TI 99/4A, and probably a few I'm forgetting. If you would like to me cover any of these more heavily, let me know.

I was in Radio Shack about a week ago ordering three 7800 games. The clerk asked, "You still play that?" I explained that I still play many of the older systems. Of course, he hits a sore spot. "Do you have a Vectrex?" I replied, "No, but if you're selling, then I'm buying!" To which he said, "No, I don't have one, but my friend does. That thing is better then Nintendo!". Gee, thanks...

This newsletter is not dedicated to games only, as I hope the title indicates. I try to cover as many systems as I can. I have people call me locally who are looking for support for a computer system

they can not find anything for. I help these people as best I can. Most people just are not aware of the potential of these classic computers! I'll do my best to surface as much information as I can about them in future issues.

I recently purchased six months of Internet access. I haven't really tried it yet. (Okay I admit, I tried it once, and boy did I get lost!) I am not really aware of too much that I can do on it, but hope to find out. I really like what Tim Duarte does in the 2600 Connection. He reprints letters and addresses that many people will find helpful. I hope to do the same type of thing.

Many people talk about the price guide. I understand why it exists, there is a need for it. However I think there must be a way around giving actual prices. Why not give a rarity chart or something and let people set prices among themselves? People who collect anything at all make lists. Eventually the list comes together with other lists and has nearly every item available. Before too long someone decides that what they consider a fair price for an item is probably what most people would consider fair. So what happens to the list? It becomes a price guide, for better or worse.

It is for this reason that elsewhere in this issue, I have included a list of the games I am selling or trading. I am selling each cartridge for three dollars plus postage. I know some are much easier to come by than others, but I think all the prices are fair. Of course because I think it is fair doesn't mean that it is. I am more than willing to work out reasonable deals.

Until next time, onward through the fog!

Meaningless Meanderings

Wish List

Idea Concieved by Adam Trionfo

I wish that...

... I knew how to hook up a hard drive to the 8-bit.

... there was a good graphic operating environment for the 8-Bit.

... I could hook up a 3½" drive to my computer.

... someone would realize that they could put 8-bit PD programs on an IBM CD Rom. Then either use an IBM with a null modem cable to transfer the files from one computer to another, or even better, hook a CD Rom drive to the 8-bit.

Without cooperation from readers, this can not exist. So if you can help, send along your information.

I did recieve information about last month's list. Thanks to everyone who helped out. It is this exchange of information that is so important.

If you would like to hook a hard drive up for your

Colecovision Adam, contact Adam's House. They also carry disk drives, although very few of them. Adam's House, Route 2 box 2756, 1829 Country Road # 130, Pearland, Texas 77581-9505. Phone: (713) 482-5040.

If interested in a hard drive for your Atari 8-bit, contact: Computer Software Services, P.O. Box 17660, Rochester, New York 14617. Phone: (716) 429-5639. BBS: (716) 247-7157

How about a hard drive for your Commodore 8-bit, including the 64, or 128? Contact: Creative Micro Designs, Inc., P.O. Box 646, East Longmeadow, MA 01028-0646

It is possible to use audio cassettes with the Adam. This is what I did. First, drill holes in the top of the cassette where the Adam data pack has holes. Take a blank data pack and record it onto the blank cassette using a stereo. I used a 60 minute audio cassette. I sacrificed some the first few tries, but it will work! If anyone has an easier way, I'm listening.

Orphaned Computers & Game Systems,
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Publisher/Editor
Adam Trionfo

Proofreader
Dave Wesner

Others Contributors:

Paul Baca
Michial Palisano
Fred Horvat
Dane L. Stegman

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If you recieved this issue free, please think about subscribing. The price is fair and as the newsletter gets larger and perhaps more expensive, you will not have to shell out more money. Of course if you would like to exchange your 'zine, newsletters, or whatever, go right ahead!

Send well concealed cash, checks or money orders payable to Adam Trionfo to:
OC&GS
c/o Adam Trionfo
775 Garnet Drive, NE
Rio Rancho, NM 87124

For additional information call me at (505)-875-1526. Some of you may notice my phone number has changed; well, I moved, but my mailing address will remain the same.

Anyone interested in contributing game reviews, articles, or anything else orphaned related, get in touch. I am looking in particular for anything on the Bally Z-Grass keyboard.

The Contest Continues...

By Adam Trionfo

As of yet, no one has answered the question correctly. What was the first third party game for the 5200? I am getting worried, perhaps I am wrong...

The answers I have recieved are one for Frogger, and three for Q-Bert. If I am wrong, and one of the above answers is correct, someone with some authority needs to tell me.

In case anyone is wondering where I got my information, I read it in a newsletter within the last year.

If one of the above answers is right, the prizes, Qix and Star Raiders, will go to the first and second person who answered the question correctly. Since I am not perfect, I apologize for this. In the future, I will make sure any contests have absolute concrete proof!

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In Focus with Video 61

By Adam Trionfo

The purpose of this semi-regular column will be to focus on a person or business I have come in contact with because of this newsletter. Most of these people I otherwise would probably never have talked to.

Video games give people a common ground on which to stand and begin to relate to one another. They are not usually thought of as social, when in fact they definitely are. I'm not claiming that they should replace other activities in which people interact *outside*. (Outside without any type of portable videogame entertainment!) My point here is that many positive facets of video gaming are either ignored or pass unknown by many people.

In my first issue I listed all the people and dealers which I knew of that carried classic systems. I included Video 61 and noted that prices were a bit high. In a short time I recieved a phone call from Lance at Video 61 to ask why I thought their prices were high.

Video 61 is an Atari dealer. I didn't know this. I thought that it was run by someone who combed the flea markets and tried to sell items for a large profit. Of course being me, I was wrong. Instead, it turns out that Video 61 is a real business that has been around for a long time. (Lance told me a specific date, but I forget when. Sometime in the early eighties.)

When I recieved my first catalog from Video 61 I was a bit disappointed. Although it had many items, it was a bad photocopy which made it difficult to read. Also, games weren't listed in columns. Rather, they were just typed across a page... hard to find what you wanted. This didn't seem like the work of a professional. I figured that it was another hobbyist who saw money to be made. (The new catalog is much better. It also contains a number of new items.)

As all businesses that have employees know, you must make a profit to stay alive. Such is the case with Video 61. They have been around for so long that they understand what it takes to survive. I wonder what they did to stay alive during the time when the classics were dying. I know some people have been collecting since the systems were popular. (Some people never game up on the classics. Rather than rediscovering an orphan, as I did, they have stuck with the product because they believed in it.)

Video 61 is no exception. They believe in what Atari produces. I have little faith in Atari as a company, but despite the business, they continue to dispense products that should have an impact on the market but somehow don't. I like the fact that Video 61 has stuck through the thin times.

Here is the surprise. Video 61 actually has lower prices on the harder to find items. For example *KLAX* for the VCS is \$34.95 compared to fifty dollars as I have seen advertised elsewhere.

Video 61 is also the only other place that I know of besides Best Electronics that rebuilds 5200 joysticks. You must send in your joystick to get it repaired. They don't sell rebuilt ones. (Although you might check with them.) The cost for this is \$19.95, five bucks cheaper than Best Electronics.

They also carry both new and used VCSs and 7800s. This is also a good place to pick up a new 8-bit computer. They have most of them, including the XEGS which has a keyboard attached by a cord.

I bet this is the only place you can find classic IBM 5¼ disks like *Jungle Hunt*, *Stargate*, *Centipede*, *Dig Dug*, or many others, brand new for \$9.95.

The largest cartridge collection available in one place is from Video 61, although B&C Computer Visions comes in at a close second. The price for new carts is \$19.95, and they have Archon... order that game right now!

Although I really don't like to buy floppy disks for my 8-bits, Video 61 has tons of them for your Atari plus some for the C64 and a limited number for the Apple.

Get in touch with these guys! Video 61, 22735 Congo St. N.E., Stacy, MN 55079 Phone: (612)462-2500

The Videogame Trader

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Do you buy, sell, or trade video games? If so The Videogame Trader is for you. The videogame Trader is the place where gamers get together for buying, selling and trading. It doesn't matter how old or new your system is. The videogame Trader has it all; older Pong style consoles, hand-helds, arcade, computers, and 64-bit CD-ROM Multimedia Systems. Write to get a free issue to see for yourself.

The History Of Timex Computer

Part I: Timex 1000

By Dane L. Stegman

Sinclair computers began in 1981, by a man named Clive Sinclair who was from England. Their first computer was the Timex-Sinclair ZX81. It came with 1K of memory. Their next computer was called the Timex-Sinclair 1000, with 2K of memory. This was the first computer that I bought. In 1982 I paid \$99.00 for the computer plus another \$49.00 for an item called the Timex-Sinclair 16K Rampack.

The Timex-Sinclair 1000 had a membrane-style keyboard. One of the neat features of the machine was that you could type in programs with the keywords printed on top of the keys. For instance, the letter 'L' had LOAD as one of the keywords. (Was this done to conserve memory like on the Bally Astrocade, or just to save keystrokes? Ed.)

Most programs for the 1000 came on cassette. One of the third party software companies was Sega. They produced *Frogger* for the Timex-1000. *Frogger* required the 16K memory expander. The Timex-1000 had no sound capability or joystick ports. Also, the computer displayed only black and white.

The next computer by Timex-Sinclair was called the Timex-1500. It came with 16K of memory, and it had a "chiclet" keyboard. The price in 1983 was about \$125. It was a very nice improvement over the 1000. The keyboard was much better to type with, plus you got 16K built right into the machine. Of all the early computers, I think this one is the best.

The Timex-1000 and 1500 had some drawbacks. Here are a few of them. Sometimes, loading a program could take over five minutes. The 16K Rampack was plugged into the back of the 1000. If the computer wobbled or the

Rampack was not plugged in properly, the computer would crash. If you were typing in a program and that happened, the program would, of course, be lost.

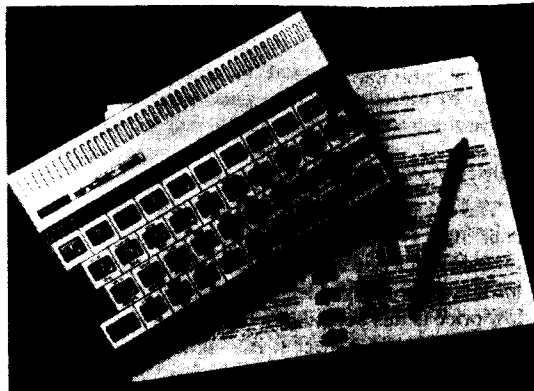
Timex also made a thermal printer called the Timex-1040 that plugged into the back of the 1000 or 1500. It was a 32-column printer that used thermal paper which came on a roll. You could print out the program you had typed in, or you could type a letter in a word processor and then print it out.

I think that both machines are excellent beginner-type computers for learning the BASIC language. I own both machines.

In part two I'll review the Timex Sinclair 2068, the first color computer by Timex. I'll also tell about the demise of Timex computers.



The Timex/Sinclair 1000 with printer



The Timex/Sinclair 1500



The Timex/Sinclair 2000

The Video Brain

By Michial Palisano

Back in the early days of electronic gaming *The VideoBrain Company* released a machine into the market called the *VideoBrain*. It came out about the same time as the *Odyssey 2* and the *Atari VCS*. The *VB* didn't stand much of a chance.

Marketed as a home computer, the system had a 48 key typewriter style keyboard. (Most notable on *WordWise* and *Math Tutor* is that the keyboard is too small for comfortable typing.) The graphics were fairly primitive, somewhere between the *Odyssey 2* and early 2600 games. It has four joystick ports. The joysticks are not self-centering. None of the software seems to suffer from the joysticks' lack of precise control.

I've owned a *VB* for a really long time, but it sat in a corner of a closet since I had no software for it. Recently the editor of *OC&GS* came across some software and two joysticks. We traded and I am now the proud owner of a partial *Video Brain* software library.

I didn't review the finance programs because they were not very interesting. Actually they just didn't seem worthwhile to try to learn. In my opinion, they are obsolete wastes of time. How do the games and the rest of the software stack up? Let's see:

Music Teacher (ED-101)

An edutainment cartridge. The graphics are dull. I think this cartridge is boring and repetitious.

Math Tutor (ED-02)

This is okay for a small child learning the basics. The graphics are simplistic-- the computer beeps and a message flashes on the screen, either "Correct" or "Incorrect". This too is very boring.

Wordwise I & Wordwise II (ED03/4)
These two separate cartridges are pretty good "unscramble-the-word" type games. The player has to move

the letters around using the keys to spell out the words. A clock ticks down as the player does this. After the player's turn has ended, the opponent can challenge the words. Overall, not bad for a word game. I found *Wordwise I & II* to be pretty interesting.

VideoArtist (ED05)

A fairly primitive paint program. This is very dull to do for more than two or three minutes. This shows the *VB*'s graphics to be pretty limited. Not a bad effort, though this looks dull by today's standards.

Lemonade Stand (ED06)

This is a strategy, not an action game. It simulates the operation of lemonade stands. There isn't much complexity. The graphics are basically text. The game isn't hard to learn. Although not really sophisticated, *Lemonade Stand* is at least a nice way to kill twenty minutes. (By the way, just about every computer has this as a PD game. This was quite popular in the seventies, I guess. ED.)

Gladiator (EN01)

This game is much like *Outlaw*, or *BootHill*. Two players face off against each another. Each is trying to hit the other with a projectile. *Gladiator* features over three hundred variations. There are three basic versions;

1. *Gladiator*- Takes place in ancient Rome. The players shoot arrows at each other. You can select from different options such as bouncing arrows and controlling the arrows. Some options let a lion loose on the screen. If the lion hits a player, the player loses a life. The first player to lose nine lives loses the game.

2. *Football*- This variation has the players throwing footballs at each other.

3. *Outer Space*- This mode lets you do pretty much the same thing.

Gladiator has a lot of variety in it. This is easily the best game on the system. The controls are pretty good. The graphics, while spartan, get the job done.

Pinball (EN02)

This isn't quite up to the level of *Gladiator*. This is a very simple pinball game. The player holds two controllers (one for each flipper). For a pinball game the effects are okay. The screen flashes different colors and there are a lot of beeps.

From a player's point of view, *Pinball* is not a game to look for. The biggest flaw is the uncomfortable configuration of the controllers. The game is fairly repetitive. The designers didn't do a very good job since the ball frequently gets stuck on the same bumper for long periods. The player is forced to start over when this happens or sit passively as the score racks up. Obviously a poorly designed simulation. Not Recommended.

Tennis (EN03)

This is a *Pong* ripoff with a twist. You control small graphics that actually look like tennis players. One drawback of this title is that it is for two players only, making the game almost unplayable. Still, for a *Pong* ripoff, I'll concede that *Tennis* on the *Video Brain* isn't that bad. Unfortunately, it's still *Pong* with a little more graphics flash.

Checkers (EN04)

This is a good, if fairly simple, checkers game. The computer strategy is pretty good, making it tough to beat at the higher levels. The graphics get the job done, but aren't anything spectacular.

Overall, I'd say that the *VideoBrain* was a fairly good machine for its time. It is a shame that it never had time for software to be developed that would have shown off more of its capabilities.

Mattel Aquarius:Frequently Asked Questions

By Fred Horvat

In 1982 Mattel decided to enter the already crowded home computer market with the Aquarius. The Aquarius was intended to be a home computer and gaming system. Mattel around the same time came out with a computer keyboard attachment for the successful home entertainment system, The Intellivision. (I know very little about this system). (If anyone can provide details about the attachment for the Intellivision I'll be glad to publish them. ED.)

The Aquarius features;

Processor: Z80A
Clock Speed: ? MHZ
Internal Ram: 4K
(Expandable to 20K)
Internal ROM: 8K
Built In BASIC: A subset of
Microsoft BASIC
Video Output:
Text Mode: 40 Chars x 24 Lines
Graphics Mode: 80 x 72 pixels
(May be higher.)
Keyboard: 49-keys with shift
and control keys
Sound: 1 sound channel
(3 with mini-expander)
Expansion Slot: For program
cartridges and Mini Expander
Size: 13.5" x 6" x 2"

Released hardware and software

Hardware options:

Mini Expander (Released):

An expansion system that made game playing more exciting and easier. Came with 2 detachable 6 key 16 position disk hand controllers. (Similar to Intellivision controllers but with 6 keys instead of 12 and no side fire buttons.) The unit added two additional sound channels. Contains two cartridge slots, one for a memory cartridge and the other for a program cartridge.

Data Recorder (Released):

A sequential file medium cassette player to store data and programs.

Printer (Released):

40 column thermal printer.
80 cps in upper/lower case text and
20 graphic lines per second.

Extra Ram Carts (Released):

4K Ram
20K Ram

Software (Released):

LOGO- Allows user to do
graphics programming with Turtle
Graphics.

FINFORM- A 63 column by
255 row spread sheet.

FILEFORM- A Database/
word processing program.

Game Cartridges (Released):

Advanced Dungeons & Dragons:
Treasures of Tarmin

Astrosplash
Biorhythms
BurgerTime
Night Stalker
Reversi
SNAFU

Tron Deadly Disks
Utopia

Not Released or Unconfirmed

Extra RAM Carts:

32K RAM Cartridge

Hardware ptions:

Master Expansion Module- A
large expansion box with two floppy
disk drives. It allows the use of
floppies on the Aquarius and allows
you to boot CP/M.

Software:

Extended Microsoft BASIC-

Gives most if not all the remaining
commands of Microsoft BASIC.
With this you were also able to
access the Mini Expander's
controllers to write games to use
them.

Hints From Heloise:

Was to be a question and answer
program with helpful hints for
common household questions.
Heloise is an author of a popular
newspaper column and an authority
on housekeeping.

Game Cartridges:

Chess
Lock 'N' Chase
Sea Battle

Is The Aquarius Public Domain?

Is the Aquarius equipment and
software Public Domain like the
Vectrex system? This I don't know
yet. In 1984 Mattel was reported to
have sold the marketing rights to
Radofin Electronics the producer of
the system. I am in the process of
trying to find out the status of the
Aquarius. If most software was on
cartridges then they would have to be
burned into Eproms in order to use
them. Unless someone was able to
write a copy program and transfer
cartridges to tape/disk and run the
programs from that meduim like the
ADAM.

If you have any information or
find something on this list to be in
error, please contact me via E-mail on
the Internet at:

ap748@cleaveland.freenet.edu

or by mail/phone:

Fred Horvat
P.O. Box 493
Chesterland, OH 44026
216-729-0761

Zork II: More than just hints!

By Paul Baca

Paul is back! By now you should have been able to solve Zork I. Are you ready for the next step? The Wizard? Until next month, watch out, else you are likely to be eaten by a Gruel!

1. Armed with the lamp, the sword, the letter opener and the place mat, go to the tiny room. Put the place mat under the door. Move the Lid. Insert the letter opener into the keyhole. Pull the mat. Get the key and the letter opener. Unlock the door with the key. In the dreary room, get the blue sphere. Drop the key, the letter opener, and the place mat.

2. In the dragon room, attack the dragon with the sword (Just enough to get his attention). Go south to the stone bridge. attack him again- this will keep him following. Have him follow you to the ice room and watch the magic.

3. Back to the dragon's lair. Kiss the princess. Get the chest then follow her to the gazebo where she will give you the key and a rose. (The rose is pretty, but has no practical value.) Start storing your treasures in the carousel room. With the teapot and the lamp go to the bank. Get the portrait and then enter the curtain. Enter the south wall and then again enter the curtain. Get the bills. Enter the north wall. Drop the bills and portarait and leave. Go back and get the bills and portarait. Enter the curtain. (Oh boy!! You're finally out of that mess!) On the way to the Carousel Room, fill the teapot at the ford.

4. With the teapot full of water go to the Riddle Room. Say, "well" and go through the door. Get in the bucket and pour the water into it. Drop the teapot into the bucket. Get out and go into the Tea Room. Get all the cakes except the orange one (It will

explode if you try to eat it...) Eat the green cake and then go through the Tiny Door. Put the red cake in the pool and get the candy. Don't worry about the flask. Go back into the tea room and eat the blue cake.

5. In the Low Room, tell the robot to go east. Tell the robot to push the triangle button. Tell the robot to go south. Get the red sphere. DON'T PANIC! Tell the robot to lift the cage. Get the sphere and leave.

6. With the brick, the string, the paper and the matches, get into the balloon basket. Open the receptacle box and put the paper inside. Light a match and burn the paper.

Land at the small edge. Tie the wire to the hook and get out of the balloon. Go to the library and get the Zorkmid and the rare stamp from the purple book. (Try reading the white book.) Get back into the balloon basket and untie the wire.

Land at the Wide Ledge. Tie the wire to the hook and get out. Go into the Dusty Room. Put the string in the brick. Put the brick in the hole and light the string with a match. LEAVE! Wait for the explosion. Go back into the room, get the crown and then leave immediately. Get back into the basket, untie the wire and close the receptacle.

7. With the lamp, the sword, the candy, the gold key, and both spheres, go into the guarded room. Give the candy to the lizard. Unlock the door with the gold key and go through.

8. Go to the Aquarium Room. Throw the sword at the aquarium. Get the now available sphere.

9. In the Wizard's Workroom, put the spheres in their respective stands. Get the

black sphere. Go into the pentagram and put the black sphere there. Go get all the treasures and give them to the demon. Tell the demon "Give me the wand," or "Kill wizard" and then you can get the wand.

10. Take the lamp, the sword, the wand, and a smile down to the Menhir Room. Wave the wand at the rock and say "Float". Go into the Kennel and get the collar.

11. Find the bat in the oddly Angled Room(s). (This is a baseball diamond and you should not need help...) Okay. From home plate (Where the bat is), go SE.NE.NW.SW. Now the secret door will open for you in the Oddly Angled and you can head north. Put the collar on the pooch and give him a big kiss!

12. What? You can't figure out the last few points? You're on your own for this one. But feel free...

Continued on Page 8

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The Treasures needed to bride the demon:

<u>What</u>	<u>Where</u>
Gold Statuette	Dragon's Lair
Portrait	Chairman's Office
200 Zorkmids	Vault
Small Gold Key	Recieved from Princess
Coin	Small Ledge
Rare Stamp	In Purple Book
Crown	Dusty Room
Ruby	Lava Room
Violin	Carousel Room
Pearl Necklace	Pearl room

Objects Found in Zork II and their uses:

<u>What</u>	<u>Use</u>
Lamp	Light. Finding hidden door.
Sword	Teasing Dragon. Breaking Aquarium
Blue Sphere	Making Black Sphere
Red Sphere	Making Black Sphere
Clear Sphere	Making Black Sphere
Teapot	Carrying Water
Red Rose	Pretty, but useless
Placemat	Sliding under Dreary Room door
Letter Opener	Pushing out key
Key	Opening Dreary door
Matches	Lighting papers and string
Newspaper	Making hot air for balloon
String	Fuse for explosive brick
Brick	Explosive for box
Green Cake	Shrinks you when eaten
Blue Cake	Restores normal Height
Red Cake	Absorbs Water
Orange Cake	Explodes when eaten
Flask	No use
Candy	Food for lizard
Robot	Pushing buttons and lifting
Collar	Tames dog
Bat	Home Plate. Breaking Aquarium
Books (4)	Rare Stamp in Purple book
Grue Repellent	Good for a few moves



Classic





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The Collectors, Part 2

By Adam Trionfo

The story so far... Henry, a classic game collector has been summoned by Helen, a rival collector and old lover. Rumor is she has uncovered rare cartridges found in the desert of New Mexico

Henry wasn't as ready as he thought after all.

The last time Henry had seen Helen had been a couple of years ago. She had been about thirty or so then, and she was beautiful. But more than that, she had seemed sane. She may have been capable of doing anything to anyone, but there was never a madness behind her actions. Now Henry was frightened. More than frightened, he was downright terrified.

The car which he was gestured into did indeed hold Helen. But not the Helen he remembered. Her face had been ruined, mutilated, torn to pieces it seemed then sewn back together. The back seat of the car was littered with trash, and there was a sickening smell that lingered and made Henry want to gag.

Helen motioned him to sit down, her revolting face stirring madness from the bowels of Henry's heart. His lungs lost breath, but he tried to remain calm. He didn't want her to think that he couldn't face her like this.

"Henry. I see it has been a long time since we did business. Didn't you hear what happened to me? I thought everyone knew. I thought you would know for sure, you've got those strange street smarts that have always allowed you to know what is happening. I'm surprised with you."

Henry fixed his stare upon her face. He stared into scars that were so deep that they were really crevasses. His mind tried to match the voice he remembered with this one. This couldn't be Helen. This

monster didn't look like her or sound like her. Her voice was no longer a sound to linger, awakening thoughts of desire that he had once held towards her. He didn't care what this person thought of him. This was not Helen.

"Dear Henry. True to your word, you really haven't looked into my life any more. When you told me you wanted nothing to do with me and that you would ignore all you heard about me, I didn't think you meant it. You really haven't paid attention to anything you have heard about me, have you? Has everything about me in the past revolted you so much that I turned into this monster before even I knew I had?"

Henry listened to her. It was her, all right. Turning tables, bringing up the past, just like she always did. It was true, she had always been a monster. Before she had been this disgusting figure, she had always been a monster to him.

"Henry, don't you have any questions to ask me? Don't you want to know how this happened to me? I'll answer anything you have to ask."

Henry was determined not to go down the road she would lay out for him; a road he was sure which would end in ruin.

"Helen, I believe you want to see me about business. You did send me "Pele's Championship Soccer" didn't you?" He tried to be as tactful as he could. He knew she could see all the questions behind his eyes, but he would let them lay there. He would not follow her lead. Not again. Never.

"Business, is that all there is now? Two years ago this happened to me, and I haven't even heard from you. I should have had you killed. Bussiness! I knew you were up to something when you

contacted me to meet you here. What is this about this game? I sent you no such thing. I don't even own that myself."

Henry couldn't read Helen's face, never could before, but now with all the scars it would be impossible. She didn't sound like she was lying, and why would she lie about something like that anyway?

"Helen, you mean to say you didn't give me-"

"Of course not! Why would I give you something that valuable? You are not a major contender in the business, but competition is competition nonetheless. I suppose you are going to tell me you didn't give me Imagic's Cubicolor either, right?"

"You have that! I thought that was just a rumor or something! Of course I didn't send that to you."

Henry could see that the car was driving down a main avenue. Helen told the driver to pull over at the nearest convenience. Henry got nervous.

"Helen, what exactly is going on?"

"Looks like the ride is over for you, my fellow collector. I've had enough of your lies!"

Henry recognized that voice. She used it only when she was extremely angry, angry enough to kill. Without hesitation, Henry tried to jump out the side door. It was locked. He tried to break the back passenger window with his elbow. No good.

"Oh poor Henry, feel like a pig trapped in your pen?" There was no kindness in her voice as she pointed the barrel of the small gun at his head. "I suggest you behave!"

There didn't seem to be a way out for Henry. He calculated the risk and grabbed for the gun.

To be continued next issue...

Cartridges For Sale

The price of these cartridges are as follows; First 2 for \$3.00 each, 3 or 4 for \$2.50 each, 5 or more for \$2.00 each. Shipping is \$1.00 for first cart and \$.50 for each additional cart. Order \$20.00 or more and shipping is free. If for some reason you would like an additional cart of the same title, it is only a buck. I am willing to trade too, give me a call and we can work something out.

Atari 2600

Activision

Chopper Command
Kaboom!(2)
Pitfall II
River Raid
Skiing
Tennis

Atari

3-D Tic-Tac-Toe
Air Sea Battle
Asteroids(3)
Berzerk
Canyon Bomber
Circus Atari(2)
Combat(2)
Defender
Joust
Jr. Pac-Man
Kangaroo
Missile Command(3)
Moon Patrol
Pac-Man(4)
Phoenix
Space Invaders
Super Breakout
Warlords(2)
Yar's Revenge

Coleco

Donkey Kong
Donkey Kong Jr.

Imagic

Atlantis(2)
Cosmic Arc
Demon Attack(2)

M-Network

Astroblast
Football

Parker Brothers

Amidar
Frogger

20'th Century Fox

Mega Force

Atari 5200

Activision

Kaboom!

Atari

Berzerk
Centipede(3)
Countermeasure
Defender(3)
Dig Dug(2)
Football(2)
Galaxian(2)
Joust
Ms. Pac-Man
Missile Command
Pac-Man(3)
Star Raiders
Super Breakout(3)

Atari 7800

Atari

Pole Position II

Atari 8-bit Computers

Atari

BASIC(5)
Bug Hunt (Requires Light Gun)
Centipede
Donkey Kong
Lode Runner (Requires 64K)
Missile Command
Pilot
Star Raiders (2)

Colecovision

Donkey Kong (No Case... FREE with order!)
Turbo (Requires Driving Controller)

Commodore 64

Atarisoft

Centipede

Commodore
Simon's BASIC

Intellivision

Advanced D&D
Auto Racing
Frog Bog
Lock 'N' Chase
Triple Action

Imagic

Atlantis

Tandy Color Computer 3

Activision

Shanghai (New, but no shrink wrap)

Epyx

Koronis Rift (Disk, new but no shrink wrap)

TI/99-4A

Texas Instruments

Addition & Subtraction 1
Blasto(2)
Car Wars
Early Learning Fun(2)
Munch Man
Parsec(3)
Tombstone City

Misc. Carts

1001 Questions on DC Super
Heroes Cart #10 for Coleco Quiz
Wiz

Hardware

Telegames Super Video Arcade
\$10.00 Plus \$5.00 S/H

This is an Intellivision I clone but with detachable controllers. Works well.

Atari 5200 VCS Cartridge Adaptor
\$5.00 Plus \$3.00 S/H

TI-99/4A Voice Synthesizer \$5.00 + \$3.00 S/H

TI-99/4A Voice Synthesizer (New in shrinkwrap, no docs or box)
\$7.00 + \$3.00 S/H

Online with an Atari

A look at two great shareware telecommunications programs

By Adam Trionfo

Everyone who uses a computer of any type has access to information that is nearly limitless. The information is updated everyday, and contains gigabytes of useful programs and articles. The only way to get at this information is to use a modem and telecommunications software. For the Atari there are only a few direct connect modems. They are all 300 baud (Very, very slow) except one, the SX212 which is 1200 baud. If you do not have an Atari 850, which lets you connect most any IBM serial or parallel device then your only logical choice is the Atari SX212. This modem costs about \$30 and is available from B & C Computervisions.

If you do have an 850, then you can use a modem that is up to 9600 baud. Actually, you can use a faster modem, you just need to make sure that the baud rate is not set above 9600 or else you will lose characters and have many problems. You can also connect a modem to the MIA device, but I know very little about this.

Your next step would be to get a program that lets you use the modem. I recommend Bobterm. This is by far the best telecommunications program for the Atari. It has many options that most other programs do not have, and a unique feature: It multitasks! Well, in a sense. *Bobterm* is able to continue to receive information while you do some other tasks. You can even exit to DOS, finish a task there and return to *Bobterm*, without even losing the connection online. The only limit of *Bobterm* is that it is 40 columns. This is obviously because the Atari only has a forty column display,

right? Yes, until very recently that is.

FlickerTerm 80 is another program for your modem, but isn't as sophisticated as *Bobterm*. What it does offer instead, though, is a readable 80 column display! You may have used some other program that tried to offer readable 80 columns. They are very difficult to read, and even then they must be used on a monochrome monitor. This is because they use a graphics 8 screen to achieve the text. *FlickerTerm* uses two text screens and flickers between them to achieve a very readable 80 columns, even on a color monitor. (I haven't tried it on a TV, but I imagine it would be kind of difficult to read.) The downside of this is that there is a noticeable flicker which can be very annoying in a brightly lit room. I have found that if you change the background to black and the text to white or gray, it is much easier to cope with. *FlickerTerm* also supports IBM ANSI graphics, color and Blinking! This is a must have program if you use any BBS that is run on an 80 column machine!

FlickerTerm 80 sounds too good to be true, right? There is one major task that can not be done with this program. You can not upload or download files. This is a major problem, since only rarely do I go online to just chat. However, if the response to *FlickerTerm* is good, then the author talks about making an upgrade.

Bobterm is available from just about any BBS or PD service. *FlickerTerm 80* on the other hand is newer and not as widely available. Try the addresses on page 13 if you have any problems finding these two excellent shareware programs.

Books and magazines for sale, or trade.

The classics are difficult to learn to program because literature for them is hard to come by. Below is a list of some of the books and magazines that might give you an insight into your black box.

Make payments payable to Adam Trionfo. Send to: Orphaned Computers & Game Systems, c/o Adam Trionfo, 775 Garnet Drive NE, Rio Rancho, NM 87124

There are several places around here that sell books for the classics. They are priced at half the original cover price, which often works out to be between six and twelve dollars. If you are looking for any books in particular, send me a list. I'll do my best to find what you are looking for. For now maybe something from my trade list will give you brief comfort..

Apple
Apple FORTRAN- \$4.00
Applesoft Language, Second Edition- \$4.00
Apple Machine Language- \$4.00
Apple Pascal- \$4.00
Apple II Reference Manual- \$3.00
Apple II User's Guide- \$3.00
Beneath Apple DOS- \$3.00
The Apple BASIC Manual (Children's book)- \$2.00
The Apple LOGO Manual (Children's book)- \$2.00
Magazines: \$2.00 each
InCider A+ - Feb. 1991
Apple IIGS: The Buyers Guide- Spring 1988
Nibble- June 1987
Nibble- Jan. 1988
Nibble- Sept. 1988
Nibble- Dec. 1988
Nibble- June 1989
Nibble- April 1992
Nibble Express: Volume II

Atari
Atari BASIC- XL Edition- \$4.00
Compute's First Book Of Atari- \$4.00
Compute's First Book Of Atari Graphics- \$4.00
Programming Your Atari Computer- \$3.00

Misc. books
The CP/M handbook with MP/M- \$3.00
First Course in DATA Processing with BASIC, COBOL, FORTRAN, and RPG (Textbook)- \$2.00
The TRS-90 COLOR LOGO Manual (Children's book)- \$2.00
The VIC-20 Connection- \$4.00

Misc. Hardware
16K Memory Module For Atari 800 (NEW!!!)- \$5.00

Atari Public Domain & Shareware

Free or low-priced software
for your Atari 8-bit computer
that's available almost anywhere

Essential Programs

By Adam Trionfo

Atari 8-bit includes all the following computers: 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, XEGS. If you have one of these computers with enough memory there are a few programs that you should have in your software library that make tasks with these computers easier.

The following programs are all shareware, which means that they can be downloaded from GENIE, Compuserve, or any BBS that still supports the Atari 8-bits. If you decide after you use the program that these programs will work well for you, then the author of each program (In this case Robert Puff) requests a donation to help defray the cost of making the program. I know not everyone has access to on-line services. In fact there are people with modems who don't use them because of lack of software or knowledge. For these people, following the article I will include the addresses of some PD software services that support the Atari 8-bit.

MYDOS 4.5:

By Robert Puff

This is the most powerful menu-driven DOS there is for the Atari. Period. It is set up just like Atari DOS 2.0, but has many added features. In fact, this is the only DOS that supports the XF551 disk drives with true double-sided double-density disks for a massive 3000 sectors of storage per disk! This DOS also supports RAM disks. RAM disks are kept in memory only and are lost when the computer is shut off. The advantage of a RAM disk is that anything that is stored on them is accessible almost instantly! RAM

disks are particularly useful when downloading from a BBS. *MYDOS* also lets you create subdirectories. This is an essential if you have a hard disk drive! In fact, if you plan on purchasing a hard disk drive, you must use *MYDOS* or *SpartaDOS*. (*SpartaDOS* works much like *IBM DOS*, as there is no menu and it is command driven.)

If you only play games with your Atari, this DOS may not be needed. If you use your 8-bit for anything else, and I mean anything, *MYDOS* will make your Atari a more pleasant machine.

Super ARC & UNARC:

By Robert Puff

Sometimes you may come across a program that is called something like this; NAME.ARC. You will not be able to use this program unless you UNARC it. ARC stands for Archive. When you need to save disk space, you ARC a file. This process is often called compressing a file. An ARCD file usually consists of a few files, including documentation and all the separate files that make the program run. When you download a file it is almost always ARCD or compressed in some fashion. This is done because it makes downloading software much faster.

This utility can be used to UNARC almost any ARCD program, even ARCD files created by a different Archive program. If you plan to send Public Domain programs to anyone, use this program to fit more programs per disk. One interesting note is that a program ARCD on the Atari is able to be UnARCD on almost any other computer.

Disk Communicator 3.2:

By Robert Puff

DiskCom is similar to ARC in that they are both used to shrink files. ARC should be used primarily to make a few files smaller, while *DiskCom* is to compress a complete disk keeping everything in the same sector so that DOS can read the disk correctly. It may seem redundant to have two different programs that apparently do the same thing, but they each have a separate function. *DiskCom* should be used whenever a program to copy is self booting, or looks for data in specific sectors. To make the file really small, you may ARC a *DiskCom* file!

These are the utilities that I primarily use. They make my computing tasks easier, and take away much of the drudgery. I recommend these programs very highly! Go ahead and order from the following companies, you won't regret it!

L.A.P.D. carries great programs, including many that were once commercial. They have a wonderful disk based catalog which costs \$1.00. The prices are \$2.00 per side of disk with no minimum to purchase.

Lake Almanor Public Domain (L.A.P.D.), c/o Stefanie Hoffee, 333 Peninsula Drive, Lake Almanor, CA 96137. GENIE: S.Hoffee2

M.W.P.D.S. also carries many programs. The catalog is not disk based though. The neat idea behind this library is that they fill up all available space on a disk. They have a minimum order of five disks and each disk costs \$2.50.

---Classified Ads---

Classified Ads to appear in issue 4 will cost one dollar for fifty words or less with each additional word costing a nickel. Send in an ad for an item that you have always been looking for! You might just find what you need or never even knew you wanted!

Send ads to Orphaned C&GS, c/o Adam Trionfo, 775 Garnet Drive, NE., Rio Rancho, NM 87124. Phone: 505-875-1526..

I would like this newsletter to become a source for everyone's needs. Your encouraged to use these ads as a place for pen pals. Communication is the key if we want to get the most from our systems and hobby.

Wanted: Public Domain software on disk. Commercial software, especially cartridges (Games or not). Magazines, books, 3 1/4" drives, hard drive, just about anything that I can get my filthy, grubby hands on. The Atari is my favorite 8-bit. Send info to *Orphaned C&GS*.

For Sale: New Atari 8-bit software and hardware. Bargain prices! No software above \$6.00! We have power supplies too, \$4.50-\$9.95. American Techna-Vision, 15338 Inverness St., San Leandro, CA. 94579 Phone: 510-352-3787 FAX: 510-352-9227 (Do the math! Ed.)

For Sale: Atari and other Classic Computer Software and Hardware. Atari 8: Super Sketch Tablet- \$12.00. Send #10 SASE for listing to: More Than Games (OCG), 8207 Briarwood Lane, Austin, TX 78757-7642

Classic Videogames! Atari 2600/5200/7800, Bally Astrocade, Colecovision, Intellivision and all other classic systems. Send \$2.00 for a complete printed catalog of over 1000 items! All items are priced and have a complete conditions/materials listing. Steven J. Tucker, 9897 York Road, North Royalton, Ohio 44133

Wanted: Early computer and/or gaming magazines and Omega Race controller. Send info to *Orphaned C&GS*.

Wanted: Ideas on how to make an IBM joystick and 2600 keypad for use with the Atari 5200 instead of the regular controllers, which always break. Send info to *Orphaned C&GS*.

Wanted: Address for the ADAM user group in England. Also needed PD software, ideas on how to hook up a 5

1/4" or 3 1/4" disk drive. Also needed, carts, magazines, card to hook up a dot matrix printer. Send info to *Orphaned C&GS*.

The Atari Video Club is looking for new members! If you own an Atari game system (2600-Jaguar) then the Atari Video club is for you. For a free sample issue of the club's fanzine ("The Atari Zone") mail a S.A.S. business sized envelope to: AVC/Dan Iancovelli, 1411 North 36th, Melrose Park, IL. 60160-2726 (Live near Chicago? Ask about local meetings.)

MIDI for Atari 8-bit? I have been searching for a MIDI-mate 3 interface for my 256K Atari 800XL for a long time. Also I would like to purchase a hard drive and interface. If you can help me, please call. Ernie: (505)293-1152

Listen! I would like to form a classic video game/computer club here in Albuquerque, NM. If you play any of the classic systems listed in this newsletter, please contact *Orphaned C&GS*.

Wanted: A Turbo Express in good working order. I am willing to pay a fair price for one, as a tornado ate mine! Jeff Beedham, P.O. Box 1610, Belen, NM 87002

Wanted: For the 64, a 2400 baud or faster modem with a Telecommunications Program. PD software on disk. Cartridges (Games or not). Send info to *Orphaned C&GS*.

ADAM Users: Want the latest news on upcoming games and programs? Then subscribe to the ADAM NEWS NETWORK (A.N.N.). This is a monthly ADAM newsletter on your choice of tape, 160 K or 720K disks in either EOS or TDOS format. Send \$25.00 for an annual subscription to A.N.N., Attn Robert Blair, 6552N 400E, Kendallville, IN 46755

Wanted: Z-GRASS keyboard by Astrovision, or any other typewriter style keyboard released. After ten years it is quite difficult to find cassettes that will still load. Is there a source for PD programs that could load from cassette? Also would like the 16K Ram expansion called VIPER with the keyboard if available. Send info to *Orphaned C&GS*.

Wanted: Entex Adventure Vision, APF, Cart #'s 2-4 and AC Adaptor for Coleco Telestar, Fairchild #15, 19, 22-25 + demos, originals or copies of early VHS tape series on how to beat the home videogames. Al Backiel, 253 Rock Rd., Ridgewood, NJ. 07450

Wanted: Did people really support the Intellivision? Why...? Help me find out, I'm looking for magazines, newsletters, or whatever from the period when the

Intellivision system was popular. (Or even new ones if there are any) Send info to *Orphaned C&GS*.

Wanted: An Odyssey 1 TV switchbox. Send info to *OC&GS*.

Wanted: Info on connecting a disk drive to my TI/994A. I need a modem (preferably at least 2400baud) and a telecommunications program. Send info to *Orphaned C&GS*.

Wanted: Books, newsletters, catalogs, magazines, flyers, and pamphlets that concern early game systems, computers and electronic tinkering. I am especially intersted in *Family Computing* magazine. Send info to *Orphaned C&GS*.

WANTED!!! My girlfriend really wants a game called *Space Eggs*. It was made by Sirius Software in about 1982. It was released for most of the systems at that time including Apple, Atari, Vic-20, and IBM. I would prefer a cartridge version for an Atari 8-bit, but any format for any system will do! Please, save my life, she is going to kill me if I don't get this game soon! Contact *Orphaned C&GS*.

Classic Videogames- Atari 2600, 5200, 7800, Colecovision, Intellivision, Odyssey, apf, Vectrex, Arcadia, Bally, RCA Studio II, others. Over 12,000 items in stock, 2200 different items. Free, regular Email specials, Auctions & catalogs. Contact Internet: jerryg@hevanet.com. Current catalog by mai, send \$1 to JerryG Classic VideoGames, 14700 NW Bonneville Loop, Beaverton, OR 97006.

Any programmers, or individuals with knowledge of development systems or hardware, interested in creating new software for Colecovision, Vectrex, Atari 2600, 5200, 7800 or the Sega Master System

PLEASE CONTACT ME

This is a non-profit project for the betterment and support of 8-bit systems and to sustain our hobby.

Michael Thomasson
333 Jesselin Drive
Lexington, Kentucky 40503